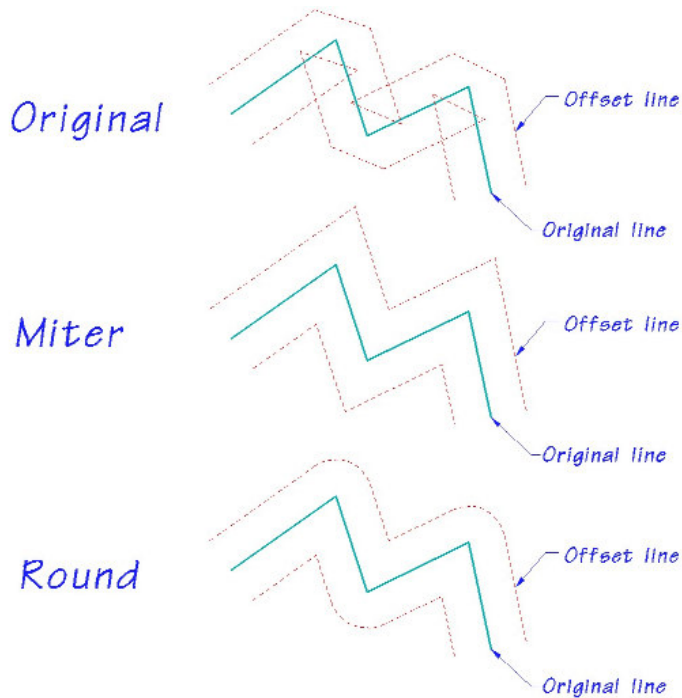
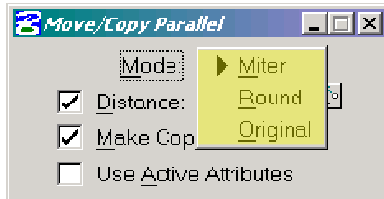
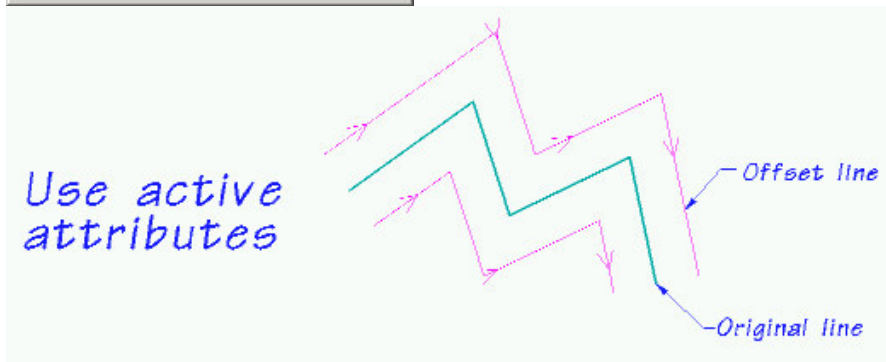
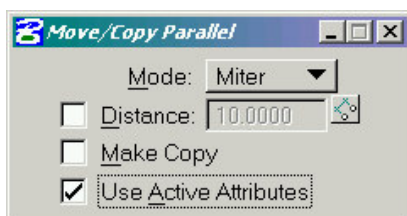



Played around much with move/copy parallel? In V7 when you where offsetting a complex line that you put together it caused some for the most part undesirable effects (see the original option bellow) With V8 they have made a few enhancements with the move/copy parallel command. The first is that there are three modes of operation. All three options are shown bellow and what they do.



The next cool enhancement they have made is the ability to apply your active attributes to the element that you offset.



The last bit I will mention is the little button next to the distance option.  This button allows you to pick two points for the offset distance.